

THE CLAIMS

1. (Previously presented) A method for programming media content in a distributed media network, the method comprising:
 - selecting at least one customized media channel established by a user based on at least one input from said user;
 - identifying one or more of media, data and/or service for said selected at least one customized media channel; and
 - presenting, at a first geographic location, directly in said at least one customized media channel, said identified one or more of media, data and/or service, wherein said media channel may be pushed from said first geographic location to a second geographic location.
2. (Previously presented) The method according to claim 1, comprising displaying said identified one or more of media, data and/or service in a channel view corresponding to said at least one customized media channel.
3. (Previously presented) The method according to claim 2, comprising scheduling said display of said identified one or more of media, data and/or service in said channel view corresponding to said at least one customized media channel.

4. (Previously presented) The method according to claim 2, comprising updating said display with newly available one or more of media, data and/or service in said channel view corresponding to said at least one customized media channel.

5. (Previously presented) The method according to claim 1, comprising transferring said identified one or more of media, data and/or service to said at least one customized media channel.

6. (Previously presented) The method according to claim 1, comprising selecting said identified one or more of media, data and/or service from a third party.

7. (Previously presented) The method according to claim 6, comprising transferring said selected one or more of media, data and/or service from a storage associated with said third party into said at least one customized media channel.

8. (Previously presented) The method according to claim 7, comprising queuing said one or more of media, data and/or service prior to said

transfer, said queuing based on one or more of a bandwidth usage, a delivery cost and/or a delivery schedule.

9. (Previously presented) The method according to claim 1, comprising receiving said selection of said identified one or more of media, data and service based on one or both of a device view and/or a media view.

10. (Previously presented) The method according to claim 1, comprising controlling said presentation of said identified one or more of media, data and/or service from a graphical user interface corresponding to a channel view.

11. (Previously presented) A machine-readable storage having stored thereon, a computer program having at least one code section for programming media content in a distributed media network, the at least one code section being executable by a machine for causing the machine to perform steps comprising:

selecting at least one customized media channel established by a user based on at least one input from said user;

identifying one or more of media, data and/or service for said selected at least one customized media channel; and

presenting, at a first geographic location, directly in said at least one customized media channel, said identified one or more of media, data and/or service, wherein said media channel may be pushed from said first geographic location to a second geographic location.

12. (Previously presented) The machine-readable storage according to claim 11, comprising code for causing display of said identified one or more of media, data and/or service in a channel view corresponding to said at least one customized media channel.

13. (Previously presented) The machine-readable storage according to claim 12, comprising code for scheduling said display of said identified one or more of media, data and/or service in said channel view corresponding to said at least one customized media channel.

14. (Previously presented) The machine-readable storage according to claim 12, comprising code for causing update of said display with newly available one or more of media, data and/or service in said channel view corresponding to said at least one customized media channel.

15. (Previously presented) The machine-readable storage according to claim 11, comprising code for transferring said identified one or more of media, data and/or service to said at least one customized media channel.

16. (Previously presented) The machine-readable storage according to claim 11, comprising code for selecting said identified one or more of media, data and/or service from a third party.

17. (Previously presented) The machine-readable storage according to claim 16, comprising code for transferring said selected one or more of media, data and/or service from a storage associated with said third party into said at least one customized media channel.

18. (Previously presented) The machine-readable storage according to claim 17, comprising code for queuing said one or more of media, data and/or service prior to said transfer, said queuing based on one or more of a bandwidth usage, a delivery cost and/or a delivery schedule.

19. (Previously presented) The machine-readable storage according to claim 11, comprising code for receiving said selection of said identified one or

more of media, data and/or service based on one or both of a device view and/or a media view.

20. (Previously presented) The machine-readable storage according to claim 11, comprising code for controlling said presentation of said identified one or more of media, data and/or service from a graphical user interface corresponding to a channel view.

21. (Previously presented) A system for programming media content in a distributed media network, the system comprising:

at least one processor that selects at least one customized media channel established by a user based on at least one input from said user;

said at least one processor identifies one or more of media, data and/or service for said selected at least one customized media channel; and

said at least one processor presents, at a first geographic location, directly in said at least one customized media channel, said identified one or more of media, data and/or service, wherein said media channel may be pushed from said first geographic location to a second geographic location.

22. (Previously presented) The system according to claim 21, wherein said at least one processor displays said identified one or more of media,

data and/or service in a channel view corresponding to said at least one customized media channel.

23. (Previously presented) The system according to claim 22, wherein said at least one processor schedules said display of said identified one or more of media, data and/or service in said channel view corresponding to said at least one customized media channel.

24. (Previously presented) The system according to claim 22, wherein said at least one processor causes said display to be updated with newly available one or more of media, data and/or service in said channel view corresponding to said at least one customized media channel.

25. (Previously presented) The system according to claim 21, wherein said at least one processor transfers said identified one or more of media, data and/or service to said at least one customized media channel.

26. (Previously presented) The system according to claim 21, wherein said at least one processor selects said identified one or more of media, data and/or service from a third party.

27. (Previously presented) The system according to claim 26, wherein said at least one processor transfers said selected one or more of media, data and/or service from a storage associated with said third party into said at least one customized media channel.

28. (Previously presented) The system according to claim 27, wherein said at least one processor queues said one or more of media, data and/or service prior to said transfer, said queuing based on one or more of a bandwidth usage, a delivery cost and/or a delivery schedule.

29. (Previously presented) The system according to claim 21, wherein said at least one processor receives said selection of said identified one or more of media, data and/or service based on one or both of a device view and/or a media view.

30. (Previously presented) The system according to claim 21, wherein said at least one processor controls said presentation of said identified one or more of media, data and/or service from a graphical user interface corresponding to a channel view.

31. (Previously presented) The system according to claim 21, wherein said at least one processor is one or more of a media processing system processor, a media peripheral processor, a customized computer processor, a storage system processor and/or a customized computer executing media exchange software processor.